



MANAGE OTHERS

Pre-Match Discussion

The pre-match discussion should cover the following points:

Uniform	Find out the colours of both teams and decide what colour to wear. (Not the same as the teams).
Side	Decide on which side to umpire whether through discussion or toss.
Areas of control	Make sure that there is a clear understanding of umpiring areas.
Simultaneous whistle	Make arrangements for the situation in which simultaneous whistles occur. International experience has learned that only in this case the centre line is a very useful frontier, for it is clear to see for both umpires. The umpire on whose side of the centre line the incident occurs indicates which direction to go. For normal control the division of the field by the diagonal must be used.
Advantage signal	There is a common signal in the rule book. Make sure that both your own and your colleague's signal are well visible for everyone.
Timekeeping	<p>Agree who is starting the game and who is primarily responsible for the first half (although it is normal that the time in each half should be kept by both umpires). In case the umpire primarily responsible to control the time is "fully occupied" towards the end of the game and as a result the time is overrunning, his colleague should stop the game. Make firm agreements about warning each other 2 and/or 1 minute before the 35 minutes are over.</p> <p>Even in major tournaments where time-keeping is in hands of timekeepers you should keep the time yourself, because it is important to be able to advise the table to stop the time in case of time wasting towards the end of the game.</p>
Position at Strokes	Agree on the assistance during penalty strokes. International experience has learned that the umpire not in charge can help best by standing on or just in front of the backline, 3-5 metres aside the goal to judge whether the ball has passed the front of the goal or not. He should never interfere with the stroke and only give his opinion if the other umpire asks his advice.
General assistance & Communication Signals	<p>Umpires should discuss before the game how they will ask for assistance of the other umpire in case they are unsure about the decision taken. Assistance should only been given when asked for. So do not interfere by signalling spontaneously. Before asking for assistance, the umpire should first decide whether the other umpire from his position could have made the right observation, if any at all. Moreover it should be stressed that an umpire can never hand over the responsibility of a decision in his circle to the other umpire, although it is encouraged to look for assistance when unsighted.</p> <p>Players at international level try to force umpires into this kind of "conference approach". They however have no rights to enforce consultation nor have they rights to ask the other umpires' opinion on a decision of his colleague.</p>



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Assessment & strategy	Discuss your feelings on the type of game you expect and how you intend to handle it. In principle there are two strategies. The first one is to let the game develop freely and interfere when more control is needed. The alternative is to start with some tighter control and to give the players more freedom afterwards. Which of the strategies you should choose depends to a great extent on the standard of the game and the experience of the two umpires.
Interpretation	Players are looking for uniformity all over the field and all through the game. The umpires should discuss before the match how they are going to judge specific situations. The following points should be dealt with: <ul style="list-style-type: none">• Lofted ball• Rising shot at goal• 5 metres distance• Misconduct/cards• Free hits• Penalty corners